

## MOV COM RAN ARC MYT WND SAN

4/6 8/6 5/6 9/7 3 22 9

RAPTER CANE COM · Base · Bleed

REVENGE OF THOTH

ARC • 10" • Burn

EMBRACE THE LIGHT 2 MYT

(Once Per Game) Remove all conditions from friendly faction models and heal this model for 1 WND for each condition removed. This cannot take you above your starting WND value.

ARCANE DENIAL

1 MYT

Until the end of the turn, enemy models targeting this model with ARC abilities and attacks lose 1 SAN per action.

COMMAND

1 MYT

This model may spend 1 MYT to choose an enemy model as a new target of Singular Purpose for Maharal.

LEADER

This model when activated gains +1 AP.

INDIGATOR

Friendly models within 6" suffer 1 less WND from ARC abilities and attacks, to a minimum of 1.

FENCER

This model rolls 3D6 for COM defence against enemy COM attacks and discards the lowest result.

MENTAL STRAIN

This model must spend 1 MYT for each additional ARC attack after the first during its activation.